



Full-stack Web Development



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What are Conditional Statements?



Conditional statements are used to perform different actions based on different conditions.

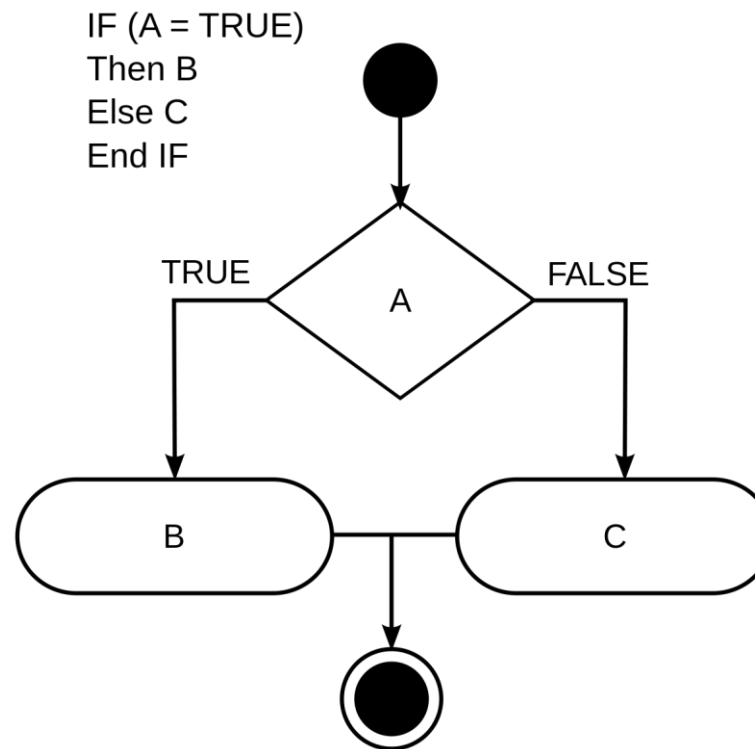
JavaScript supports the following conditional statements

- if**
- if else**
- if else if**
- switch**

If Statement



Used to specify a block of JavaScript code to be executed if a condition is true.



If Statement



- Syntax

```
if (condition) {  
    block of code to be executed if the condition is true  
}
```

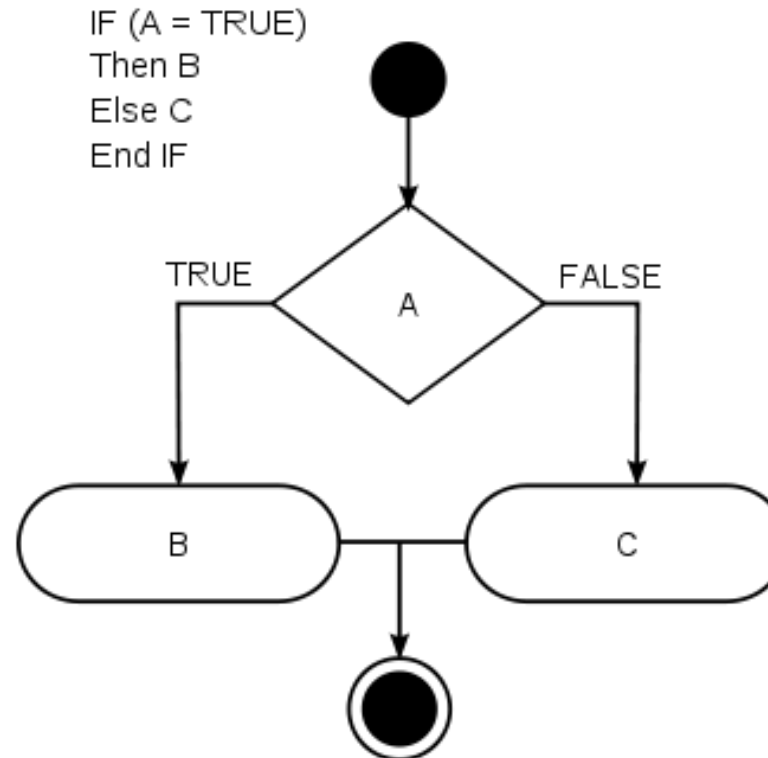
- Example

```
<script>  
    var age = 12;  
    var canVote;  
    if (hour < 18) {  
        canVote = false;  
    }  
</script>
```

If else Statement (cont)



Used to specify
one block of JavaScript code to be executed **if a condition is true** and
another block of JavaScript code to be executed **if a condition is false**



If else Statement (cont)



- Syntax

```
if (condition) {  
    block of code to be executed if the condition is true  
} else {  
    block of code to be executed if the condition is false  
}
```

- Example

```
<script>  
    var age = 12;  
    var canVote;  
    if (hour < 18) {  
        canVote = false;  
    } else {  
        canVote = true;  
    }  
</script>
```


If else if Statement

- An advanced form of **if...else**
- Used to specify multiple mutually exclusive conditions
- Syntax

```
if (condition1) {  
    block of code to be executed if condition1 is true  
} else if (condition2) {  
    block of code to be executed if the condition1 is false and condition2 is  
true  
} else {  
    block of code to be executed if the condition1 is false and condition2 is  
false  
}
```

If else if Statement (cont.)



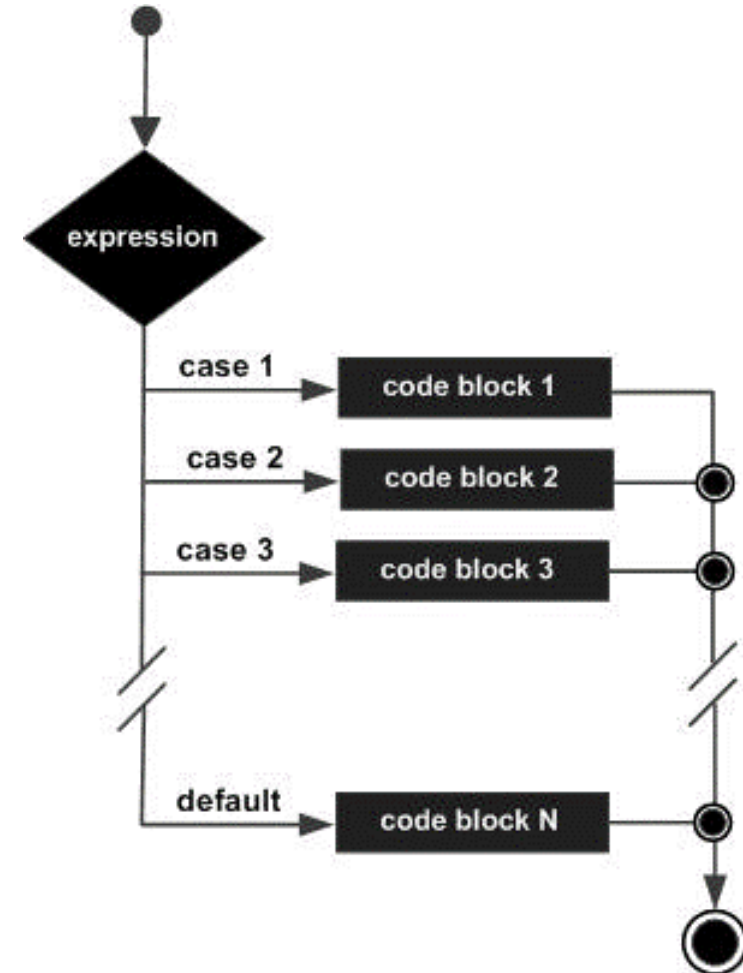
- Example

```
<script>
  var num1 = 10, num2 = 5, num3 = 1;
  if (num1 > num2 && num1 > num3) {
    alert(num1 + " is greatest number");
  }
  else if (num2 > num1 && num2 > num3) {
    alert(num2 + " is greatest number");
  }
  else {
    alert(num3 + " is greatest number");
  }
</script>
```

Switch Statement



- Used to specify **multiple conditional branches**
- Evaluates an **expression** and executes code as a result of a matching case
- An elegant alternative to several if...else...if statements



Switch statement (cont.)



- Syntax

```
switch(expression) {  
    case n:  
        code block  
        break;  
    case m:  
        code block  
        break;  
    default:  
        code block  
}
```

Switch statement (cont.)



```
<script>
  var dayName;
  var day = 5;
  switch (day) {
    case 1: dayName = "Monday";
    break;
    case 2: dayName = "Tuesday";
    break;
    case 3: dayName = "Wednesday";
    break;
    case 4: dayName = "Thursday";
    break;
    case 5: dayName = "Friday";
    break;
    case 6: dayName = "Saturday";
    break;
    case 7: dayName = "Sunday";
    break;
    default:
    dayName = "Invalid day";
  }
  console.log(dayName);
</script>
```

What are Loops?



Used to execute the same block of code a **specified number of times** or **while a specified condition is true**

JavaScript supports different kinds of loops:

- for
- for..in
- while
- do..while

For Loop



- Can execute a block of code a number of times
- Syntax

```
for (loop init; test; increment/decrement) {  
    code block to be executed  
}
```

- three important parts:
 - **loop initialization**
 - **test statement**
 - **increment/decrement expression**
- Example

```
<script>  
    for (var count = 1; count <= 10; count++) {  
        console.log("Current Count : " + count);  
    }  
</script>
```

For/in Loop



- Used to loop through an object's properties
- Syntax

```
for (var variableName in object){  
    statement or block to execute  
}
```

- On each iteration, one property from **object** is assigned to **variableName** and loop continues till all the properties of the object are iterated.
- Example

```
<script>  
    for (var propertyName in document) {  
        console.log(propertyName);  
    }  
</script>
```


While Loop



- Used to execute a statement or code block repeatedly as long as an **expression** is true
- loop terminates once the expression becomes **false**
- Syntax

```
while (expression){  
    Statement(s) to be executed if expression is true  
}
```

- Examples

```
<script>  
    var count = 1;  
    while (count <= 10) {  
        console.log("Current Count : " + count);  
        count++;  
    }  
</script>
```

Do.while Loop

- Similar to the **while** loop except that the condition check happens at the end of the loop
- Executed at least once even if the condition is false
- Syntax

```
do {  
    Statement(s) to be executed;  
} while (expression);
```

- Example

```
<script>  
    var count = 1;  
    do {  
        console.log("Current Count : " + count);  
        count++;  
    } while (count <= 5);  
</script>
```

Loop Control Statements



- Used to control the loop execution like starting next iteration early to exiting the loop
- JavaScript provides **break** and **continue** statements

Break Statement



- Used to exit a loop early, breaking out of the enclosing curly braces
- break is also used in switch statement
- Example

```
<script>
  var counter = 1;
  while (counter < 20) {
    if (counter == 6.5) {
      console.log("breaking loop");
      break; // breaks out of loop completely
    }
    counter += .5;
    console.log(counter);
  }
</script>
```

Continue Statement



- breaks one iteration
- Immediately starts the next iteration of the loop and skip the remaining code block
- Example

```
<script>
  for (var i = 20; i < 40; i++) {
    if (i === 30) { continue; }
    console.log(i);
  }
</script>
```



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